

**Amendments to the Specification:**

Replace the title of the application with the following rewritten title:

**LIQUID-CRYSTAL-BASED VIDEO PROJECTION SYSTEM HAVING ENHANCED  
~~PERFORMANCE AND RELIABILITY~~ HIGH RESOLUTION, HIGH CONTRAST, AND  
LONG-LIFE**

Replace paragraph [0060] with the following rewritten paragraph:

--Fig. 10 shows a preferred way of achieving an optimal ray angle 140 for propagating principal ray 72 and image margin light rays 74 through LCD assembly 80. Input and output Fresnel lenses 78 and 82 are mounted adjacent and parallel to LCD assembly 80. Input Fresnel lens 78 has a focal length  $F_I$  and an optical center 142 that is offset downward a distance 144 from a geometric center 146 of input Fresnel lens 78. Principal ray 72 enters input Fresnel lens 78 at and perpendicular to geometric center 146. Likewise, output Fresnel lens 82 has a focal length  $F_O$  and an optical center 148 that is offset upward a distance 150 from a geometric center 152 of output Fresnel lens 82. Principal ray 72 exits output Fresnel lens 82 at and perpendicular to geometric center 152. The differential offsets of optical centers 146 and 150, cause ~~diffraction~~ refraction of principal ray 72 and image margin light rays 74 such that they propagate through LCD assembly 80 at a five degree downward angle, which in the preferred embodiment, is optimal ray angle 140.--

Replace paragraph [0073] with the following rewritten paragraph:

--Skilled workers will recognize that portions of this invention may be implemented differently from the implementations described above for preferred embodiments. For example, the light source may have fewer or more than four lamps; different sizes of light sources, LCDs, and projection screens may be employed; as may different fold mirror configurations and angles, or even no fold mirrors; LCDs initially designed for projection displays rather than direct viewing; conventional lenses rather than Fresnel lenses; and the optimal ray angle may be directed by optical component tilts rather than offsets and/or ~~diffraction~~ refraction.--